Lidskjalv: User Interface Framework – Tutorial

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1 The Lidskjalv User Interface Framework

Lidskjalv is a platform independent object–oriented user interface construction toolkit for:

- Macintosh
- X Window System (Motif Widgets)
- Windows 95/98
- Windows NT

Lidskjalv allows construction of portable user interfaces in such a way that the look–and–feel of the applications, will conform to the standardized look–and–feel of the specific platform.

The framework defines abstractions for all commonly used interface objects, such as windows, menu bars, menus, buttons, text fields, figure items, scrolling lists, etc.

The application programmer does not have to handle user interaction at the event level of the underlying platform, because each interface object takes care of the interactions related to itself. It is the responsibility of the entire framework to ensure that the user interactions (such as mouse button presses, key presses, etc.) are converted internally into invocations of virtual procedures of the appropriate interface object. The only thing the application programmer needs to do is to bind the virtual procedures. All layout properties of interface objects can be manipulated through the Lidskjalv framework.

Following, a realistic example of using Lidskjalv is presented. It is a small text editor with full support for loading, editing, and saving files.

```
ORIGIN  '~beta/guienv/fields';
INCLUDE '~beta/guienv/stddialogs';
INCLUDE '~beta/basiclib/file';
-- program: descriptor --
guienv
(# theWindow: @window
      (# menubarType::
            (# fileMenu: @menu
                  (# textFile: @file;
                     openItem: @menuitem
                       (# eventhandler::
                             (# onSelect::
                                  (# theText: @StyledText;
                                  do theWindow[]->fileSelectionDialog->textFile.name;
                                     textFile.openRead;
                                     textFile.scan(# do ch->theText.put #);
                                     theText[]->theTextEditor.contents.contents;
                                     textFile.close;
                               #)#);
                          open:: (# do 'Open' -> name #);
                       #);
                     saveItem: @menuitem
                       (# eventhandler::
                             (# onSelect::
                                  (# theText: @Text;
                                  do textFile.openWrite;
                                     theTextEditor.contents.contents
                                       ->textFile.puttext;
                                     textFile.close;
                               #)#);
                          open::< (# do 'Save' -> name #);
```

```
                            #);
                   quitItem: @menuitem
                     (# eventhandler::
                           (# onSelect:: (# do Terminate #) #);
                        open::< (# do 'Quit' -> name #);
                     #);
                   open::<
                     (#
                     do 'File' -> name;
                        openItem.open; openItem[] -> append;
                        saveItem.open; saveItem[] -> append;
                        quitItem.open; quitItem[] -> append;
                  #)#);
               open:: (# do fileMenu.open; fileMenu[] -> append #);
            #);
         thetextEditor: @textEditor
           (# open::
                (#
                do theWindow.size->Size;
                   True->bindBottom->bindRight
                #)
           #);
         open:: (# do thetextEditor.open #);
      #);
do theWindow.open;
#)
```
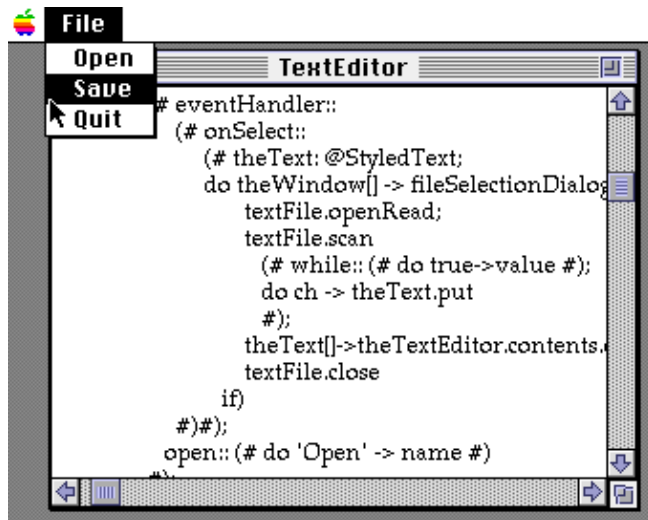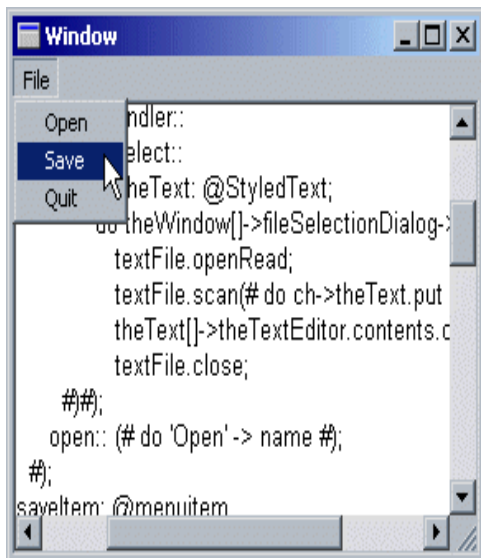
The following three screen snapshots show how this application appear on the screen after the program has loaded its own source text for editing, and with the menu opened.
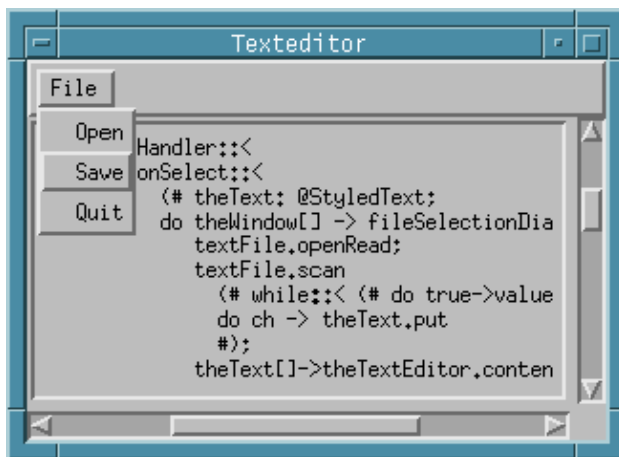
Macintosh

Windows 95 / Windows NT

X Window System

This document contains a tutorial on the use of the Lidskjalv user interface framework.

These libraries are collectively referred to as the Lidskjalv user interface framework. Lidskjalv consists of a number of libraries, of which guienv, controls, fields, scrolllists and figureitems will be described in this tutorial. Most Lidskjalv applications will only be using some of these libraries.

The controls library offers the capabilities of interface controls, such as buttons, scrollbars, etc.

The fields library offers the capabilities for displaying bitmaps, rasters and advanced text editing.

The figureitems library offers fairly advanced graphics capabilities, including maintenance of graphical objects on the screen, which can be selected and dragged.

The scrolllists library offers facilities for making scrolling lists as used in e.g. the file dialog.

Besides the basic user interface libraries, as described above, the Lidskjalv framework contains a series of utility libraries (not described in this manual). These utility libraries can be found in the utils subdirectory of the Lidskjalv directory tree.

This tutorial will contain screen dumps mainly from the Windows 95 and Windows NT platforms. All demos can be recompiled on the other supported platforms, resulting in similar windows, just with the look–and–feel of that platform.

1 The Lidskjalv User Interface Framework

1.1 Further Readings

This tutorial is accompanied with a reference manual for the Lidskjalv framework: Mjølner System: Lidskjalv: User Interface Framework – Reference Manual, [MIA 94–27]. User's manuals for the Mjølner System on the different platforms are also available Furthermore, a reference manual for the BETA compiler is available: Mjølner System: Compiler Reference, [MIA 90–02]. Finally, a reference manual is available on the basic libraries: Mjølner System: Basic Libraries, [MIA 90–08]. The reader is advised to consult these documents (along with the other Mjølner BETA Manuals) as well as this tutorial.

2 Structure of a Lidskjalv application

A Lidskjalv application is usually structured along the following lines:

```
ORIGIN '~beta/guienv/guienv'
--- program: descriptor ---
guienv
(# ... declarations ...
do ... initializations ..
#)
```

The ORIGIN specification informs the compiler, that this program is utilizing the guienv library. The '~beta/guienv/guienv' specifies that the BETA compiler is expected to find the fragment guienv on the disk in the subdirectory of the guienv directory, which is supposed to be located in the directory where the Mjølner System is located. Please also note that the guienv fragment must be located in the specified directory. If this is not the case, change the above directory specification.

If you want selectively to use some of the other Lidskjalv libraries (fields, control, scrollingList or figureItem), the libraries must be specified in INCLUDE clauses. E.g. to utilize both the fields and control libraries, the program must look like:

```
ORIGIN '~beta/guienv/guienv';
INCLUDE '~beta/guienv/fields';
INCLUDE '~beta/guienv/controls';
--- program: descriptor ---
guienv
(# ... declarations ...
do ... initializations ...
#)
```

Note that the main part of a Lidskjalv application contains an inserted instance of the Guienv pattern (not to be confused with the Guienv library). This Guienv pattern is taking care of all event handling of events originating from the underlying window system (e.g. mouse button events, window refresh events, keyboard events, etc.) such that Lidskjalv application programmers does not have to be concerned with managing the global event loop. Each user interaction (e.g. menu selections) result in execution of some specific actions of some BETA objects (details later).

2.1 Lidskjalv Declarations

The declarations part of a Lidskjalv application contains declaration of patterns, objects, and declaration of specializations of user interface objects such as menus, windows, buttons, etc. Most of the functionality of Lidskjalv applications will in fact be specified in these specializations, since activation of most of the functionality will originate from the user manipulating items in the user interface.

2.2 Lidskjalv Initialization

The initializations part of a Lidskjalv application is primarily concerned with initialization of objects and with the creation and initialization of the various menus, windows, buttons, etc. The structure of Lidskjalv applications is such that the main part of the application is normally not concerned with invoking the functionality of the application, since that is usually the result of the user manipulating the user interface.

2.3 Lidskjalv Event Handling

Events (e.g. window refresh events, mouse button events, keyboard events) must be taken care of by the Lidskjalv application some way or another. The approach taken is to handle the global event loop for the programmer. When specifying interface objects [1] in a Lidskjalv program, the underlying implementation takes care of propagating events to the appropriate interface object. Events, (e.g. mouse button) will be converted into invocation of virtual procedure patterns of interface objects. These virtual procedure patterns (e.g. onMouseDown and onRefresh), must be extended by the Lidskjalv application programmer to contain the proper response to the specific event. That is, interface objects define various virtual procedure patterns that specify the types of events that are relevant for this type of interface object . In Lidskjalv programs, the programmer creates specializations of interface objects with further bindings for the virtual procedure patterns with the proper response to those events. During the discussion of the various types of interface objects, we will be discussing more details of this event handling.

2.4 Application Suspend, Resume and Terminate

Lidskjalv applications will continue to be executing until the application explicitly specifies that it may be terminated. Termination of a Lidskjalv application is done by executing the Guienv attribute terminate when termination is wanted. The result hereof is that the global event handling is immediately terminated, resulting in the termination of the execution of the entire application.

---

[1] Interface objects are BETA objects that represent elements on the graphical user interface (e.g. a menu item, a button, etc.). Interface objects will be discussed in detail later

3 Overview of Lidskjalv

Lidskjalv contain many different patterns for implementing advanced (and simple) applications utilizing the graphical user interface system. It is impossible in this tutorial to give all details of these patterns and the presentation here will therefore only stress the most important patterns and the most important attributes of each pattern, along with illustrative examples.

Since there are many patterns and a somewhat elaborate pattern hierarchy, the following figure will show the most important classes and their super/subpattern relations.
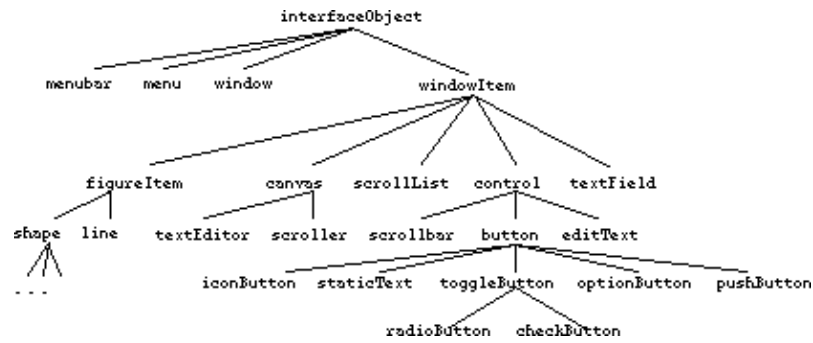
4 Access to Global Structures

Lidskjalv offers access to several global objects of the window system, such as the mouse, the clipboard, the menubar, etc.

4.1 Access to the Mouse

The Mouse attribute in Guienv provides access to the physical mouse connected to the window system. Mouse.globalPosition returns the current position of the mouse (in screen coordinates). Mouse.buttonState returns the status of the mouse buttons and returns 1, 2, or 3 if the corresponding mouse button is currently pressed, and 0 otherwise.

4.2 Access to the Clipboard

The clipboard attribute in Guienv gives direct access to the underlying window system clipboard.

clipboard.hasText returns true, if the clipboard containg textual information. If txt[] is a reference to text object, then txt[]–>clipboard.textContents places the text in txt[] onto the clipboard, and clipboard.textContents–> txt[] copies the contents of the clipboard as text into txt[]. To clear the clipboard, you can invoke clipboard.clearContents.

4.3 Standard Input and Output

In betaenv, the standard input and output from the user is obtained through the screen object (or through the putText, getText, etc. operations of betaenv).

Obtaining input and output through screen should however be used sparely in Lidskjalv since the facilities for input and output through Lidskjalv will conform to the user interface guidelines of the underlying window system and result in more elegant and powerful user interfaces.

In window–based environments there usually are two ways to invoke applications: either directly from some sort of console window (e.g. Xterm on UNIX platforms, MS–DOS Box on Windows 95 and Windows NT, and MPW Shell on Macintosh platforms), or by double–clicking on some graphical icon in the graphical user interface. Lidskjalv behaves different in these two cases with respect to handling standart input and output.

In Lidskjalv applications invoked through console windows, standard input and output will be obtained from the console window from which the application is invoked. In Lidskjalv applications invoked through the graphical user interface, a console window will be created by the application, and standard input and output will be obtained from this console window.

4.4 Coordinate System

Many aspects of the programming in Lidskjalv involves specifying positions on the desk–top of the underlying window system (i.e. the position and size of a window). Lidskjalv defines a point and rectangle pattern for representing such properties.

The coordinate system used in the specification of these positions etc. are having a horizontal X–axis with X increasing to the right, and the Y–axis is vertical with Y increasing downwards. In defining e.g. the size of a window, the terms width and height are used along the X–axis, respectively the Y–axis.
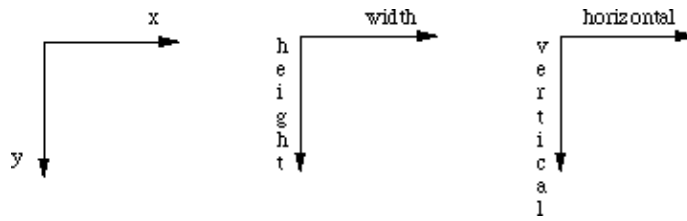
The screen of the underlying window system has the (0,0) positioned at the upper left corner of the screen. Windows on the desk–top also has the (0,0) positioned in the upper left corner of the window. In general,, the (0,0) position is located in the upper left corner of all interface objects.

5 Windows

The window pattern describe properties of underlying window system windows. All Lidskjalv windows has a position on the screen, a height and width and a title (shown in the title bar). Windows may be visible on the screen or hidden. Finally, the window may specify the particular event handling to be associated with that window.

The open attribute initializes the window according to the window attributes. During the lifetime of a window, it may shift between being visible on the screen or not. This is controlled by the show and hide attributes. A window may take the control of the entire underlying window system (i.e. act as a modal window) if is is shown using showModal instead of show.

The following creates an ordinary window. The window will be initially visible:

Program 1: simpleWindow.bet

```
ORIGIN '~beta/guienv/guienv'
--- program: descriptor ---
guienv
(# simpleWindow: @window
    (# open::
        (#
        do (100, 100)->position;
           (300, 100)->size;
           'simpleWindow'->title
        #);
      eventhandler::
        (# onAboutToClose:: (# do terminate #) #);
    #)
do simpleWindow.open
#)
```

screendump
(Windows NT)

Please note the onAboutToClose:: (# do terminate #) part of this small demo program. You will see this in all following demo programs. This small piese of code is included in these demo programs with the intent to make the demo applications terminate, when the window is closed. In realistic applications, this form of termination is very seldom used, since such applications often use a number of windows, and a Quit menu item to actually terminate the application..

5.1 Event Handling in Windows

All user activities with the mouse, keyboard, etc. are turned into events by the underlying window system. Lidskjalv turns the window relevant events into invocations of virtual procedure patterns,

defined in the eventhandler of the window. Eventhandler defines the following virtual patterns: onActivate, onDeactivate, onRefresh, onKeyDown, onMouseDown, onMouseUp, and onAboutToClose.

These patterns are invoked when the corresponding event occurs and further bindings of these patterns may specify actions to be executed then. OnActivate is invoked when this window is becoming the active window and onDeactivate is invoked when another window becomes the active window. OnRefresh is invoked when the window has been corrupted (e.g. when the window is opened or when another window, which is obscuring parts of this window, is moved). OnKeyDown is invoked when the user presses a key on the keyboard. OnKeyDown takes one parameter which is the character associated with that key. OnMouseDown is invoked when the user presses the mouse button and onMouseUp is invoked, when the user releases the mouse button. OnAboutToClose is invoked when the mouse button is pressed when the cursor is located in the Close box. E.g.:

Program 2: windowWithEvents.bet

```
ORIGIN '~beta/guienv/guienv'
--- program: descriptor ---
guienv
(# eventWindow: @window
    (# open::
        (#
        do (100,100)->position;
           (300,300)->size;
           'windowWithEvents'->title
        #);
      eventhandler::
        (# onAboutToClose:: (# do terminate #);
           onRefresh:: (# do 'refresh'->putline #);
           onMouseDown:: (# do 'mouseDown'->putline #)
        #)
    #)
do eventWindow.open;
#)
```

Program 3: screendumps (Windows 95)

The refresh and mouseDown printouts originates from user interaction with the window.

5.2 Contents of Windows

The window pattern in Lidskjalv offers several advanced facilities for specifying the contents of the window. These facilities are e.g. the windowItem, Canvas and Scroller patterns. WindowItem is the basic pattern for describing items to be displayed in a window, canvas (a subpattern of

windowItem) is used to group windowItems of a window, and scroller enables scrolling of the window items. Several other subpatterns of windowItem exists, and will be discussed in later sections.
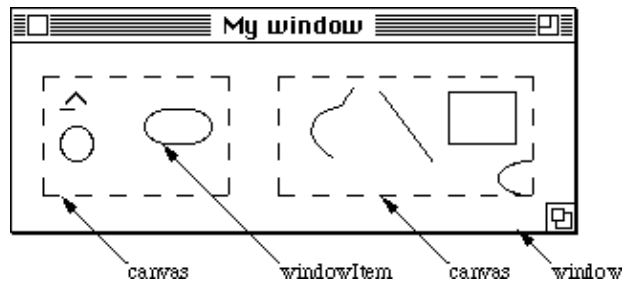
The window pattern defines one attribute, related to handling the window contents: contents. Contents is an operation, returning a canvas as exit parameter. Window displays all windowItems having window.contents as their father (explained later) and handles everything associated with refreshing the window contents in response to windowItems being associated with the window, and related to exposure of previously hidden parts of the window.

5.3 Window Items

As mentioned above, instances of windowItem are the elements displayed in a window. The windowItem pattern defines attributes common to all the different types of window items, defined in the different Lidskjalv libraries.

Window items are organized in a father–child hierarchy with respect to some canvas (or the contents canvas of a window) and all items have a father. The father defines the coordinate system for the children (e.g. the position of each child is relative to the position of the father, such that moving the father also moves the children). The father attribute of a window item refers to the canvas that this window item is a child of. WindowItem defines attributes for accessing and changing the position and size of the item and for controlling the visibility of the window item.

All window items are able to receive events from the user, and defines an event handler (similar to windows) to take care of these events. The enable and disable attributes are used to control whether the item will react to these events or not (i.e. a disabled window item will ignore e.g. onMouseDown events eventhough an event pattern is defined for onMouseDown event in that window item). The event patterns defined in the event handler of window items are: OnFatherChanged, ChangedFrame, OnFatherChanged, onMouseDown, onMouseUp, onKeyDown, onEnableTarget, onDisableTarget, onRefresh, onActivate and onDeactivate. Specific behavior for these events can be specified by further binding the appropriate event pattern.

6 Menu Handling

Lidskjalv offers several facilities for dealing with menus. In Lidskjalv applications, menus can be of four types, namely pulldown and pop–up menus (and both menu types can be linear or hierarchical), where the linear and hierarchical pulldown menus are the most often used menu types. Pulldown menus are associated with the menubar that is located in the top of the window (or on the top of the screen on the Macintosh platform). Each pulldown menu has a title which is shown in the menubar. When that title is selected with the mouse, the pulldown menu is shown.

Program 4: Screendump (Windows NT)
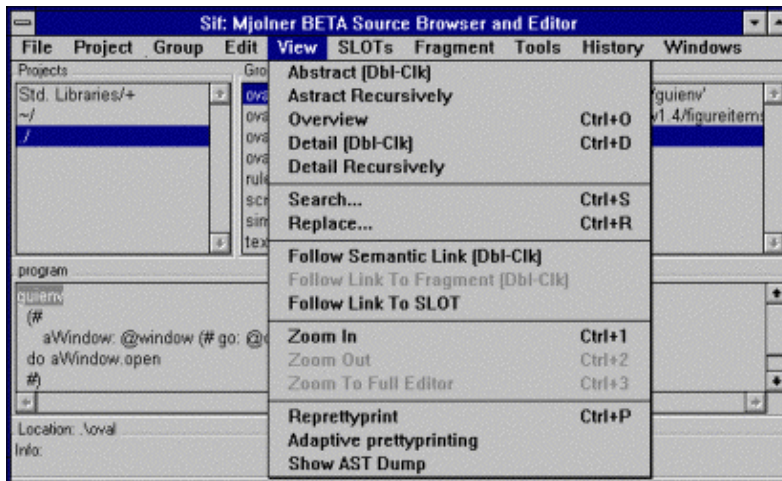
Pop–up menus are under the control of the application programmer, who at any point in the program may specify that a particular menu must be popped up at a specific position (e.g. inside a window).

6.2 Basic Menu Facilities

The Menu pattern defined in Lidskjalv describes the facilities of any type of menu in Lidskjalv. Menu is a subpattern of interfaceObject. The menu handling is fully supported by Lidskjalv in the sense that the application programmer specifies the title and format of the menu (including layout of individual menu items, submenus, etc.) and specifies the actions, associated with the individual menu items. The menu is inserted in the menubar and Lidskjalv handles all events associated with menus (e.g. when some menu item is selected, the proper actions are executed).

Menus may be enabled or disabled. A disabled menu is visible in the menu bar but its title is dimmed and it is impossible to pull the menu down from the menu bar.

If theMenu be an instance of Menu, initialization of theMenu may be done by further binding the open virtual procedure pattern attribute of Menu. In this further binding, the individual items in the menu are defined. The individual items are instances of the menuItem pattern (described below).

The menu may be used as a pull–down menu by inserting it in the menubar, e.g. by THIS(Menu)[]–>MenuBar.append, or theMenu[]–>MenuBar.append. The menu may also be used as a pop–up menu by invoking (i,p,wi[])–> THIS(menu).popUp or (i, p, wi[])–>theMenu.popUp. This will show the menu at position p with the menu element number i selected. wi is a reference to the window item in which the menu should pop–up. Finally, the menu may be used as a hierarchical menu. The menu can be inserted as a submenu of an item of another menu by THIS(Menu)[]–>anotherMenuItem.subMenu or theMenu[]–> anotherMenuItem.subMenu. The

menu will then be a submenu of anotherMenuItem.

6.2.1 Menu Item Facilities

Each individual item in a menu is described by the menuItem pattern, defined locally to the Menu pattern in Guienv. Most facilities of menuItem deals with describing the format of the menu item. Name makes it possible to specify the name of the item. Key makes it possible to control the keyboard equivalent, and finally, SubMenu makes it possible to control the submenu of this item. Checked is used to control whether or not this menu item should be checked (a toggle menu item). The position of the item in the menu is examined by position.

Items in menus may be enabled (e.g. it is possible to select this menu item) or disable (e.g. the menu item cannot be selected and the menu item is dimmed in the menu). Enabling and disabling of menu items are controlled by the virtual procedure pattern onStatus. The application programmer must further bind onStatus in menu items in order to specify dynamic changes in the selectability of menu items.

When a menu item is selected, some actions must be executed. This is specified using the virtual event pattern onSelect. The application programmer must further bind onSelect in order to specify the actions to be executed as the result of this menu item being selected.

Menu items are initialized in two steps. The title of the menu item is first specified by giving a text string as the name operation of MenuItem. This is usually done in the open virtual in the menu item. Then the menu item is appended to the menu.

The menu items are numbered from the top of the menu, starting with 1, and menu separators are numbered too. Menu separators are specified by using the separator pattern, e.g.

```
&separator[]->sep[]; sep.open; sep[]->animalMenu.append
```

Let us look at a small example:

Program 5: menus.bet

```
ORIGIN '~beta/guienv/guienv'
--- program: descriptor ---
guienv
(# menuWindow: @window
     (# menubarType::
          (# animalMenu: @menu
              (# iCat: @menuItem
                  (# eventhandler::
                      (# onSelect:: (# do 'Cat chosen'->putline  #) #);
                     open:: (# do 'Cat'->name #)
                  #);
                 iBear: @menuItem
                  (# eventhandler::
                      (# onSelect:: (# do 'Bear chosen'->putline #)#);
                     open:: (# do 'Bear'->name #)
                  #);
                 iEagle: @menuItem
                  (# eventhandler::
                      (# onSelect:: (# do 'Eagle chosen'->putline #);
                         onStatus:: (# do false->value #)
                      #);
                     open:: (# do 'Eagle'->name #)
```

```
                          #);
                    open::
                      (# sep: ^menuItem
                      do 'Animals'->name;
                         iCat.open; iBear.open; iEagle.open;
                         iCat[]->animalMenu.append;
                         iBear[]->animalMenu.append;
                         &separator[]->sep[]; sep.open; sep[]->animalMenu.append;
                         iEagle[]->animalMenu.append
                      #)
                  #);
                open:: (# do animalMenu.open; animalMenu[]->append #)
              #);
          eventhandler::
            (# onAboutToClose:: (# do terminate #) #);
          open:: (# do 'menus'->title #)
        #)
do menuWindow.open
#)
```
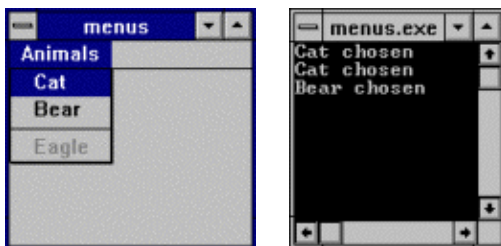
animalMenu is a menu with three items and one separator. The title of animalMenu is Animals and the three menu items have the titles Cat, Bear, and Eagle:

Program 6: screendumps (Windows NT)

When either Cat or Bear is selected, the title of the item will be printed. The Eagle item is disabled (shown dimmed) and cannot be selected.

6.2.2 Static and Dynamic Menu Items

Menu items are either constantly associated with the same actions during the entire execution of the program as described above (i.e. static menu items), or they may be associated with different actions during the execution of the program (i.e. dynamic menu items). For that reason, Lidskjalv contains two different menu item patterns: menuItem and dynamicMenuItem. MenuItem (described above) describes the static menu items and dynamicMenuItem (a subpattern of menuItem) describes the dynamic menu items. Since static menu items were the subject of the previous section, we will here concentrate on the additional properties of dynamicMenuItems.

DynamicMenuItem is a subpattern of menuItem, and the dynamics of dynamic menu items is controlled by attaching and detaching so–called menuActions to the menu item during the execution of the program. MenuAction is a pattern defined in the menu pattern and defines two attributes: noStatus and onSelect with the same purpose as the onStatus and onSelect attributes of a static menu item. That is, by specializing the onSelect attribute, the actions of the menuAction are specified, and the noStatus attribute controls whether the menuAction is enabled or not.

DynamicMenuItem defines only two new attributes: attach and detach. Attach takes a menuAction as enter parameter and attaches it to the menu item. The result hereof is that then the noStatus attribute of the menu item is invoked, the onStatus attribute of the attached action is invoked instead, and invocation of the onSelect attribute of the menu item will result in invocation of the

onSelect attribute of the attached action. The attached action is in this way becoming the behavior of the dynamic menu item. By changing the action associated with a dynamic menu item during the execution of the program, different behaviors may be associated with one particular dynamic menu item. If the dynamic menu item executes a detach, the action is detached and the menu item becomes disabled.

E.g.:

Program 7: rulerMenu.bet

```
ORIGIN '~beta/guienv/guienv'
--- program: descriptor ---
guienv
(# rulerWindow: @window
     (# menubarType::
          (# rulerMenu: @menu
               (# iHideRuler: @dynamicMenuItem
                    (# open:: (# do 'Hide ruler'->name #) #);
                  iShowRuler: @dynamicMenuItem
                    (# open:: (# do 'Show ruler'->name #) #);
                  hideRuler: @menuAction
                    (# onSelect::
                         (#
                         do 'Hiding...'->puttext;
                            iHideRuler.detach;
                            showRuler[]->iShowRuler.attach
                         #)
                    #);
                  showRuler: @menuAction
                    (# onSelect::
                         (# do 'Showing...'->puttext;
                            iShowRuler.detach;
                            hideRuler[]->iHideRuler.attach
                         #)
                    #);
                  open::
                    (#
                    do 'Rulers'->name;
                       iHideRuler.open; iHideRuler[]->rulerMenu.append;
                       hideRuler[]->iHideRuler.attach;
                       iShowRuler.open; iShowRuler[]->rulerMenu.append;
                    #)
               #);
             open:: (# do rulerMenu.open; rulerMenu[]->append #)
          #);
        eventhandler::
          (# onAboutToClose:: (# do terminate #) #);
        open:: (# do 'rulerMenu'->title #)
     #)
do rulerWindow.open
#)
```

**Program 8: screendumps
(Windows 95)**
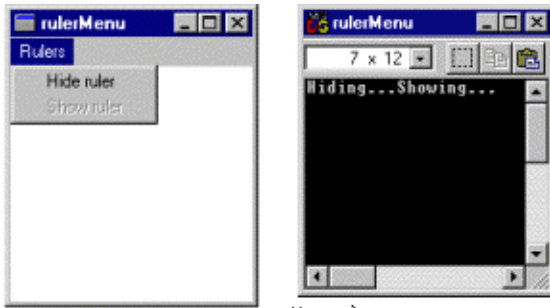
7 The Menu Bar

The menuBar attribute of Guienv is the interface to the underlying window system menubar. menuBar.Clear removes all menus from the menubar. If theMenu is a menu (discussed earlier), theMenu[]–>menuBar.append inserts theMenu as the last menu in the menubar and menus are removed from the menubar by theMenu[]–>menuBar.delete.

7.1 Standard Menus

Most window systems have user interface guidelines that defines that the two first menus of any applications must be: File and Edit. It is also often the case that the File menu contains at least New, Open, Close, Save, Save As, Revert, Print, , Page Setup and Quit, and that the Edit menu contains at least Undo, Cut, Copy, Paste and Clear.

To make it easy to create such menus, Lidskjalv contains a pattern standardMenuBar, containing two menu definitions: standardFileMenu and standardEditMenu, with exactly those menu item described above (as dynamic meny items).

These menu items are realized by instances of dynamicMenuItem with related names (e.g. saveMenuItem for the Save item). The actions to be associated with the individual items are specified by attaching an menuAction to the menu item in question, e.g.

```
anMenuAction[]->theFileMenu.saveMenuItem.attach
```

E.g.:

Program 9: fileMenu.bet

```
ORIGIN '~beta/guienv/guienv'
--- program: descriptor ---
guienv
(# fileMenuWindow: @window
     (# menubarType:: standardMenubar
         (# fileMenu:: standardFileMenu
             (# newMenuAction: @menuAction
                 (# onSelect:: (# do 'New...'->putline #) #);
               saveMenuAction: @menuAction
                 (# onSelect:: (# do 'Saving...'->putline #) #);
               saveAsMenuAction: @menuAction
                 (# onSelect:: (# do 'Saving As...'->putline #) #);
               open::
                 (#
                 do newMenuAction[]->newMenuItem.attach;
                     saveMenuAction[]->saveMenuItem.attach;
                     saveAsMenuAction[]->saveAsMenuItem.attach
                 #)
             #);
           editMenu:: standardEditMenu
         #);
       eventhandler::
         (# onAboutToClose:: (# do terminate #) #);
       open:: (# do 'fileMenu'->title #)
     #)
do fileMenuWindow.open
#)
```

Note that the open attribute, further bound in fileMenu is automatically invoked on the theFileMenu instance during the initialization of Guienv.

**Program 10: Screendumps(Windows 95)**
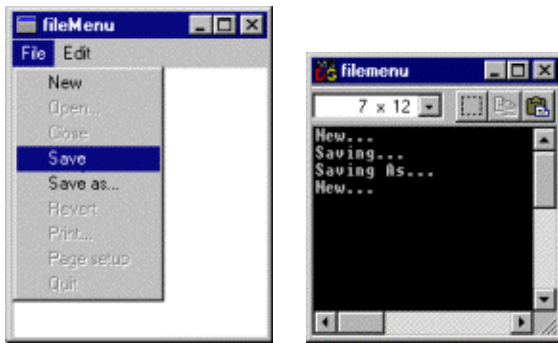
8 Graphics

As described above, the contents of windows (including ordinary graphics) are controlled by attaching instances of (subpatterns of) windowItems to the window (or to some canvas attached to the window). This section will describe the simple figure items.

8.1 Figure Items

As described above, the responsibility for the contents of an instance of window relies on the programmer. To aid the programmer in making graphics, Guienv defines a number of patterns for drawing lines, rectangles (with sharp or round corners), ovals, wedges and polygons.
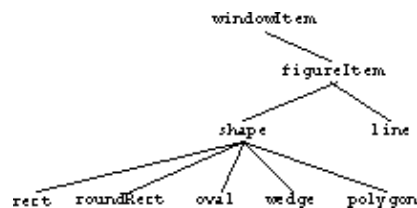
FigureItem is a subpattern of windowItem and inherits as such all its functionality (including the event handling possibilities) and defines the basic properties that are shared by all figure items. A figure item have a pen to be used for drawing the item. The pen defines attributes for defining the drawing pattern, the foreground and background colors, and the size of the pen (a rectangle).

Line is a straight line and defines the attributes start and end for accessing and changing the end–points of the line.

Shape is used as superpattern to all figure items that are defined by means of a rectangle and can be filled. Shape contains a fill attribute which defines the facilities for filling the shape (i.e. the tile pattern and the foreground and background colors to be used for the fill).

Rect is a real figure item in the sense that it is extending all figureItem procedures such that an instance of rect can be properly drawn in a window.	
RoundRect is like rect, except that it also defines roundness to takes two integers, defining the round corners by defining the width and height of the oval in the corners. If R is an instance of roundRect, then `(OW, OH) -> R.roundness` defines the rectangle seen here.	
Oval is also like rect except that an oval is drawn.	

|	
Wedge is like oval, except that it also defines startAngle and endAngle which takes one integers, defining the start and end angles of the arc. If A is an instance of wedge, then ``` SW -> A.startAngle EW -> A.endAngle ``` defines the wedge seen here.	
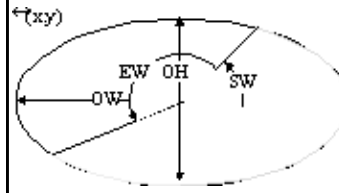
Polygon is a figure item that consists of a collection of connected line segments. The points defining the polygon is specified by:
 	
``
p: [6] ^point
do &point[]->p[1][]; (3,3) ->p[1];
   &point[]->p[2][]; (5,7) ->p[2];
   &point[]->p[3][]; (4,45) ->p[3];
   &point[]->p[4][]; (30,45)->p[4];
   &point[]->p[5][]; (44,3) ->p[5];
   &point[]->p[6][]; (1,55) ->p[6];
   go.open;
   p[]->go.points
``	
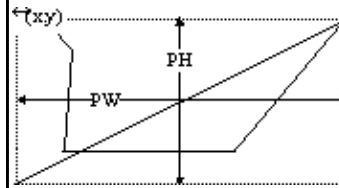
Drawing using figure items is as simple as:

Program 11: oval.bet

```
ORIGIN '~beta/guienv/guienv';
INCLUDE '~beta/guienv/figureitems'
--- program: descriptor ---
guienv
(# aWindow: @window
     (# go: @oval
          (# open::
               (#
               do (100, 100)->position;
                  (50, 100)->size;
                  7->pen.size
               #)
          #);
        eventhandler::
          (# onAboutToClose:: (# do terminate #) #);
        open::
          (#
          do (100, 100)->position;
             (300, 300)->size;
             'oval'->title;
             go.open
          #)
     #)
do aWindow.open
#)
```

This creates a window with an oval, positioned in (100, 100) and with the oval drawn using a 7x7 sized pen.

Program 12: Screendump
(Windows NT)
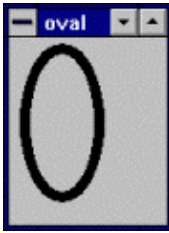
8.2 Interactive Graphics Facilities

Interactive graphics in window is handled through the definition of event handlers of the windowItems attached with the window. The actual event handling of the window items (realizing that they are clicked, the mouse is entering them, etc) is handled entirely by Lidskjalv. The refresh of window items are also handled entirely by Lidskjalv. Please note, that these interactive facilities applies for all subpatterns of windowItem (i.e. not only for subpatterns of figureItem). Figure items are merely used here for demonstrative purposes.

8.2.1 Selection of Graphics Objects

Selection of a windowItem is realized by specializing the onMouseDown event pattern in the appropriate windowItem. E.g.

Program 13: ovalSelect.bet

```
ORIGIN '~beta/guienv/guienv';
INCLUDE '~beta/guienv/figureitems'
--- program: descriptor ---
guienv
(# selectWindow: @window
    (# go: @oval
        (# open::
            (#
            do (100, 100)->position;
               (50, 100)->size;
            #);
         eventhandler::
            (# onMouseDown:: (# do 'Selected...'->puttext #) #)
        #);
     eventhandler::
        (# onAboutToClose:: (# do terminate #) #);
     open::
        (#
        do (100, 100)->position;
           (300, 300)->size;
           'ovalSelect'->title;
           go.open
        #)
    #)
do selectWindow.open
#)
```

Program 14: screendumps
(Windows 95)

8.2.2 Dragging of Graphics Objects

Dragging is specified using the drag pattern of windowItem. Dragging of e.g. a oval can specified as follows:

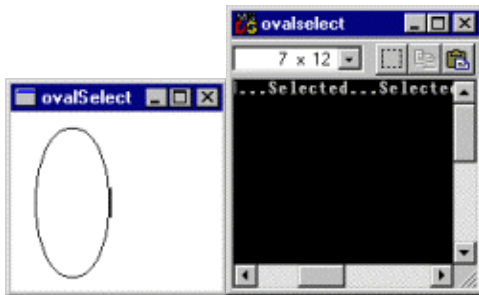**Program 15: ovalDrag.bet**

```
ORIGIN '~beta/guienv/guienv';
INCLUDE '~beta/guienv/figureitems'
--- program: descriptor ---
guienv
(# dragWindow: @window
     (# go: @oval
         (# open::
             (#
             do (100, 100)->position;
                (50, 100)->size;
                7->pen.size
             #);
           eventhandler::
             (# onMouseDown:: (# do drag #) #)
         #);
       eventhandler::
         (# onAboutToClose:: (# do terminate #) #);
       open::
         (#
         do (100, 100)->position;
            (300, 300)->size;
            'ovalDrag'->title;
            go.open
         #)
     #)
do dragWindow.open
#)
```

8.3 Canvas

Canvasses are used for grouping other window items together to form a single unit such that e.g. moving the canvas inside the window moves all the window items attached to the canvas. Canvas is a subpattern to windowItem.

8.4 Scroller

A scroller is a special kind of windowItem that has scrollbars associated with it. The purpose of the scroller is to act as a viewport, restricting the visibility of the window items attached to the scroller. The purpose of the scrollbars is to enable this viewport to be scrolled to another position:
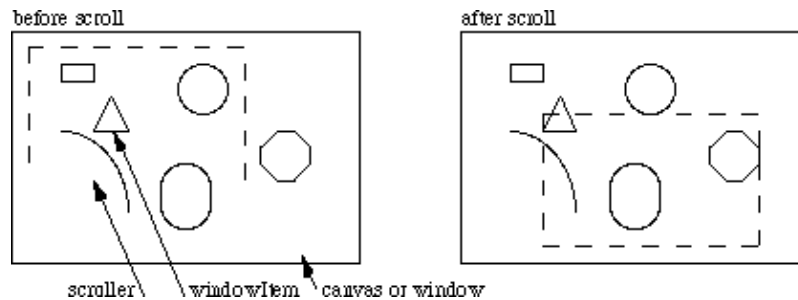
Scrolling is realized through three patterns: abstractScroller, textEditor and scroller. AbstractScroller implements the general scrolling facilities with scrollbars etc. It defines a virtual pattern, contentsType, which defines the type of windowItem to be controlled by the abstractScroller. The two other scrollers then further bind this virtual to text and canvas, respectively.

The following is the previous example with an associated scroller:


Program 16: ovalScroll.bet

```
ORIGIN '~beta/guienv/guienv';
INCLUDE '~beta/guienv/figureitems';
INCLUDE '~beta/guienv/fields'
--- program: descriptor ---
guienv
(# scrollWindow: @window
     (# scroll: @scroller
          (# contentsType::
               (# go: @oval
                    (# open::
                         (#
                         do (100, 100)->position;
                            (350, 450)->size;
                            7->pen.size
                         #);
                       eventhandler::
                         (# onMouseDown:: (# do drag #) #)
                    #);
                  open:: (# do go.open #)
               #);
             open::
               (# do true->bindBottom->bindRight #)
          #);
        eventhandler::
          (# onAboutToClose:: (# do terminate #) #);
        open::
          (#
          do (100, 100)->position;
             (300, 300)->size;
             'ovalScroll'->title;
             scroll.open;
             size->scroll.size
          #)
```

```
        #)
do scrollWindow.open
#)
```

Program 17: screendump (Windows NT)
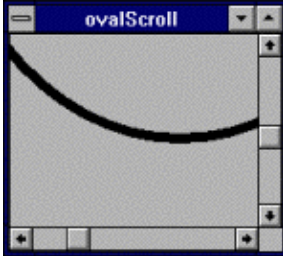
Please note the use of

```
true -> bindBottom -> bindRight
```

in the definition of scroll. This informs Lidskjalv that scroll should extend towards the bottom and right if its enclosing window is resized. This facility is available for all windowItems.

9 Controls and Dialog Boxes

One of the most efficient ways to obtain structured information from the user is by presenting him with a dialog box in which he may enter text, select items from a list, check choices, etc. Lidskjalv enables the construction of such dialog boxes through the window pattern. Dialogs may be either modal or modeless. A modal dialog box will take over the entire control of the underlying window system, restricting the user only to interact with the dialog box until it is removed from the screen. A modeless dialog box, on the other hand, allows the user to choose also to interact with the other windows and menus on the screen while the dialog box is on the screen. Dialogs are constructed by a window, and either shown using either showModal or show.

Dialog boxes consists of the dialog box window and a number of control items in that window. Control items are either static text, editable text, buttons, check boxes, radio boxes or icons, along possibly with other graphics (e.g. figure items). The control items are used to specify the various options, that the user has to choose among in order to fill–in the requested information.

Program 18: screendump (Macintosh)
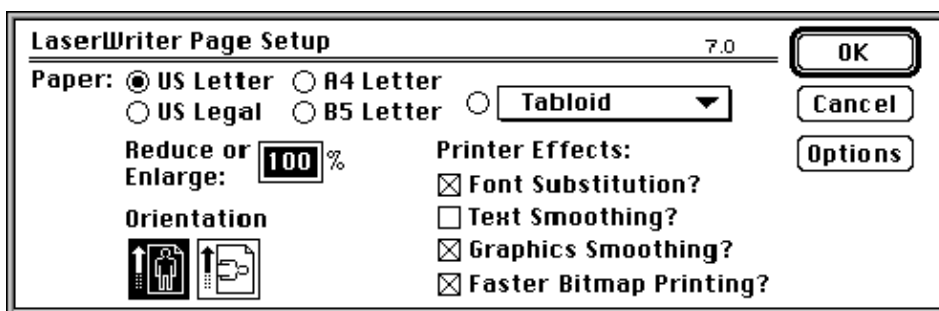
9.2 Control Items

Control items are the bread and butter of dialogs. Control items exists in seven different forms (all subpatterns of windowItem), namely text labels, text fields (editable), buttons, check boxes, radio boxes, icons and pictures. These control items are defined as subpatterns of the control pattern.

The inheritance tree of controls in the controls library is:
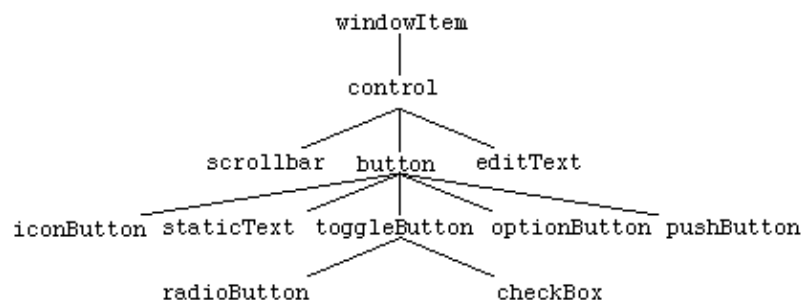
To illustrate the facilities, we have included the Macintosh graphical elements associated with these classes. Naturally, the graphical elements will appear differently on the Motif and Win32 platforms:

Control pattern name

Image

Description

scrollbar

Used for various scrolling purposes.

staticText

Paper:

Used to specify permanent text in the dialog (usually explanatory text).

editText

100

Used to allow the user to enter some text.

pushButton

OK

Cancel

A button is used to specify some actions to be taken.

optionButton

Tabloid ▼
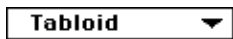
Used to specify a button with associated pop−up menu.

checkBox

☒ **Font Substitution?**
☐ **Text Smoothing?**
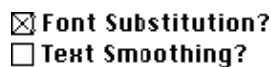
A check box is usually used together with other check boxes to present the user with a group of non−exclusive options.

radioButton

◉ **US Letter**
○ **US Legal**
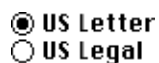
A radio box is usually used together with other radio boxes to present the user with a group of exclusive options.

iconButton

An icon is used to show a minor picture in the dialog.

The control pattern is a subpattern of windowItem and inherits as such all its facilities (size, position, event handling, etc.). The actions to be associated with a control must be specified in further bindings of e.g. the virtual event pattern onMouseDown. Control defines some other facilities that can be ignored for most Lidskjalv applications.

Scrollbar defines various attributes for controlling the scrollbar (scrollAmount, maxValue and value). Besides the eventhandler, a new event patterns are defined: onThumbMoved. OnThumbMoved is invoked when the user moved the scroll thumb. The orientation (vertical or horizontal) is controlled through the vertical attribute, such that true–>vertical specifies the scrollbar to be vertical (horizontal for false). Finally, the length of the scrollbar is controlled by the length attribute.

Button is also a subpattern of control and is the superpattern for the rest of the controls. The attributes of button are controlling the label (text and text style), associated with all buttons.

PushButton and staticText are simple subpatterns of button. IconButton is another simple subpattern of button, only defining one new attribute showLabel for controlling whether the label should be shown or not.

EditText is implementing a one–line text editor to be used for simple text specifications (file names etc.) The text style of the text is controlled by the style attribute, and the contents of the editText can be manipulated through the contents attribute. That is, if T is a text, and ET is a editText, then T[]–> ET.contents sets the text shown in the editText control to the contents of T (i.e. setting the initial contents), and ET.contents–>T[] copies the contents of the editText control into T (i.e. reading the user input).

OptionButton defines a field which will pop–up a menu in response to the user pressing the mouse button on top of the field. The attributes of optionButton controls the associated menu and the currently selected menu item (shown inside the field).

ToggleButton is the common superpattern for the RadioButton and CheckBox controls. ToggleButton controls a binary state. A series of RadioButtons are used for specifying a set of exclusive options, and one or more checkBoxes are used for specifying a set of non–exclusive options.

Finally, one of the buttons in the window can be specified to function as a default button (i.e. be activated by pressing carriage return) by entering a reference to it to defaultButton.

The following example illustrates the use of controls:

Program 19: dialog.bet

```
ORIGIN '~beta/guienv/guienv';
INCLUDE '~beta/guienv/controls'
--- program: descriptor ---
guienv
(# authorName: @text;
   isReport: @boolean;
   theDialog: @window
     (# cTitleLabel: @staticText
```

```
                  (# open::
                      (#
                      do (10, 10)->position; (95,25)->size;
                          'Title: '->label
                  #) #);
              cTitle: @editText
                (# open::
                      (# do (115, 10)->position; (150,25)->size #)
                #);
              cAuthorLabel: @staticText
                (# open::
                      (#
                      do (10, 40)->position; (95,25)->size;
                          'Author: '->label
                  #) #);
              cAuthor: @editText
                (# open::
                      (# do (115, 40)->position; (150,25)->size #)
                #);
              cReport: @checkBox
                (# open::
                      (#
                      do (10, 70)->position;  (100,25)->size;
                          'Report'->label
                      #);
                  eventhandler::
                      (# onMouseUp:: (# do not state->state #) #);
                #);
              cCancel: @pushButton
                (# open::
                      (#
                      do (115, 70)->position; (80,25)->size;
                          'Cancel'->label
                      #);
                  eventhandler::
                      (# onMouseUp:: (# do theDialog.close #) #)
                #);
              cOk: @pushButton
                (# open::
                      (#
                      do (115+150-30, 70)->position; (30,25)->size;
                          'OK'->label
                      #);
                  eventhandler::
                      (# onMouseUp::
                            (#
                            do (* store values, then *)
                                theDialog.close
                      #) #)
                #);
              eventhandler::
                (# onAboutToClose:: (# do terminate #) #);
              open::
                (#
                do (40,40)->position; (275,100)->size;
                    'dialog'->title;
                    cOk.open; cCancel.open;
                    cTitleLabel.open; cTitle.open;
                    cAuthorLabel.open; cAuthor.open;
                    cReport.open;
                    cOk[]->defaultButton
                #)
          #)
    do theDialog.open;
       theDialog.showModal
```

```
#)
```

Program 20: screendump
(Windows NT)

This defines a dialog with two buttons, two editable text fields, two static text fields, and one check box (all enabled).

10 Scroll Lists

Scroll lists are used to display an interface object in which the user is able to select elements from a list of elements (e.g. file names).

A scrollList maintains the list of elements and the user is allowed to scroll in the list or to select elements in the list by clicking on them. ScrollList has operations for inserting, deleting and scanning the elements in the list. Furthermore, scrollList maintains a list of the currently selected elements in the list.

TextScrollList is a subpattern of scrollList for maintaining a list of text strings. TextScrollList defines additional operations for manipulating the text strings and for manipulation the text style of the elements in the list.

The following is an example of a textScrollList for selecting in a list of items:

Program 21: scrollinglist.bet

```
ORIGIN '~beta/guienv/guienv';
INCLUDE '~beta/guienv/scrolllists'
--- program: descriptor ---
guienv
(# scrollListWindow: @window
     (# scrollList: @textScrollList
          (# open::
               (# tmpText: @text;
                  windowSize: @point
               do (5,20)->position;
                  20->append;
                  (for inx: 20 repeat
                        'Item: '->tmpText;
                        inx->tmpText.putint;
                        (inx,tmpText[])->setText
                  for);
                  this(scrollListWindow).size->windowSize;
                  position->windowSize.subtract;
                  (0,15)->windowSize.subtract;
                  windowSize->size;
                  true->bindRight->bindBottom
               #);
             eventhandler::
               (# onSelect::
                     (# do item->gettext->putline #)
               #)
          #);
        eventhandler::
          (# onAboutToClose:: (# do terminate #) #);
        open::
          (#
          do 'scrollingList'->title;
             scrollList.open
          #)
     #)
do scrollListWindow.open
#)
```

Program 22: screendumps (Windows 95)
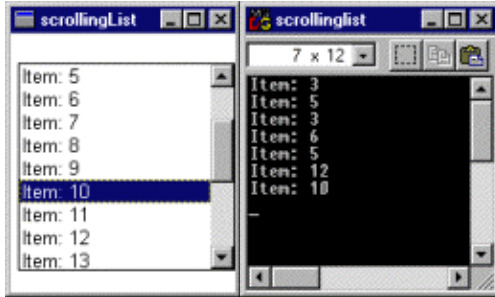
11 Window Fields

Lidskjalv offers facilities for defining more advanced fields than the above mentioned controls. These facilities include window items as two different text editing fields (textField and textEditor). These patterns are subpatterns of windowItem and inherits as such all its facilities.

TextField and textEditor are both advanced text editors offering the usual text editing facilities, such as fonts, cut/copy/paste, selections, etc. along with simple text manipulation functions. All event handling is automatically taken care of by the patterns. TextEditor is only special by offering scrolling facilities.

TextField handles text selection through the selection attribute. Selection.start contains the character position of the first character in the selection and selection.end contains the character position of the last character in the selection. If selection.start = selection.end, then nothing is selected, and selection.start identifies the position of the text cursor. Selection.contents returns the text in the selection. ScrollIntoView will make sure that the current selection is visible.

The text editing facilities are cut, copy and paste, that implements the usual cut/copy/paste functionality. Insert takes a text as parameter, and inserts it immediately before the current selection, and delete deletes the text of the current selection.

To enable scanning the entire text in the text field, the scanText operation is defined. ScanText is a control pattern that takes two positions as parameters, and iterates over the characters in the text editor between the two positions. During the scan, ch will contain the current character in the text.

The text contents of the text field is accessed through the contents attribute that can be used for getting a copy of the current text in the text field.

The simplest possible 'Hello World' textField can be specified as follows:

Program 23: textField.bet

```
ORIGIN '~beta/guienv/guienv';
INCLUDE '~beta/guienv/fields'
--- program: descriptor ---
guienv
(# textWindow: @window
    (# txtField: @textField
        (# open::
            (# t: @styledText;
            do (0, 0)->position;
                (300, 100)->size;
                'Hello World!'->t;
                t[]->contents
            #)
        #);
        eventhandler::
          (# onAboutToClose:: (# do terminate #) #);
        open::
          (#
          do (20, 100)->position;
            (300, 100)->size;
            'textField'->title;
            txtField.open
          #)
    #);
```

```
do textWindow.open
#)
```

This will create a textField at position (20, 100) and with size (300, 100). The initial contents of the textField is 'Hello World!'. All usual text editing facilities will be available in the editor:

Program 24: screendump (Windows NT)

By replacing textField by textEditor and subtracting (15,15) from the size of the myTextField will result in a window with at text editor with scrolling facilities. The reason for subtracting (15, 15) from the size of the editor field is to make room for the scrollbars at the right and bottom of the window.

Program 25: textEditor.bet

```
ORIGIN '~beta/guienv/guienv';
INCLUDE '~beta/guienv/fields'
--- program: descriptor ---
guienv
(# textWindow: @window
     (# txtEdit: @textEditor
          (# open::
               (# t: @styledText;
               do (-1, -1)->position;
                  (287, 87)->size;
                  'Hello World!'->t;
                  t[]->contents.contents;
                  true -> bindRight;
                  true -> bindBottom;
               #)
          #);
        eventhandler::
          (# onAboutToClose:: (# do terminate #) #);
        open::
          (#
          do (20, 100)->position;
             (285, 85)->size;
             'textEditor'->title;
             txtEdit.open
          #)
     #);
do textWindow.open
#)
```

Program 26: screendump
(Windows NT)

Note, that the only visible difference, compared with the previous textField example is that a text editor automatically has both vertical and horizontal scroll bars.

# 12 Standard Dialogs

Lidskjalv contains a number of standard dialogs, including file selection dialogs. The attribute fileSelectionDialog will activate the standard file dialog and return the path name of the selected file:

Program 27: fileDialog.bet

```
ORIGIN '~beta/guienv/guienv';
INCLUDE '~beta/guienv/stddialogs';
--- program: descriptor ---
guienv
(# name: ^text;
do fileSelectionDialog(# do 'fileDialog'->Title[] #)->name[];
   (if name[]=NONE then
        'Selected Cancel' -> putline;
    else
        name[] -> putline;
   if);
   terminate;
#)
```

**Program 28: screendump
(Windows NT)**
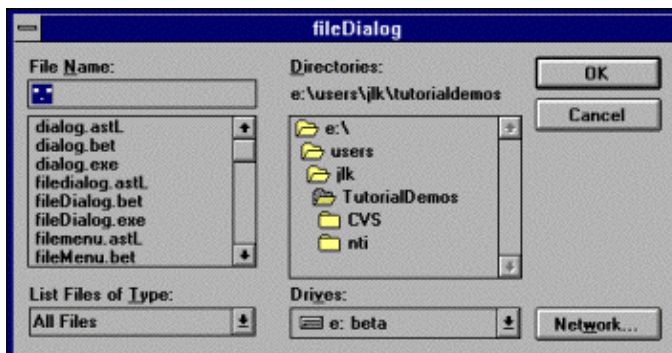
Index

The entries in the alphabetic index consists of selected words and symbols from the body files of this manual – these are in **bold** font – as well as the identifiers defined in the public interfaces of the libraries – set in regular font.
In the manual, the entries, which can be found in the index are typeset like this. This can help localizing the identifier, when the link from the index if followed – especially in the case where the browser does not scroll the line to the top, e.g. because there is less than a page of text left.
In the small table of letters and symbols below, each entry links directly to the section of the index containing entries starting with the corresponding letter or symbol.

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

L

Lidskjalv User Interface Framework